

# Oskill

NAME: \_\_\_\_\_ PLAYERNAME: \_\_\_\_\_ DEITY: \_\_\_\_\_ ALIGNMENT: Lawful Good  
 Ftr20 190000 Dwarf Medium 4' 2" 165 lbs. Darkvision (60')  
 CLASS EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION  
 20 210000 69 Male Blue Gray, -1  
 Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	20	+5	20	+5
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1
<b>CON</b> Constitution	18	+4	18	+4	18	+4
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
231			5/Magic; 3/-	Walk 20 ft.

AC	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
36	35	16	10	13	7	1	0	0	0	5		50	-6	15

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+5	+1	+4	

BASE ATTACK	bonus
+20/+15/+10/+5	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+18	+12	+4	+0	+2	+0		
<b>REFLEX</b> (dexterity)	+9	+6	+1	+0	+2	+0		
<b>WILL</b> (wisdom)	+9	+6	+1	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+25/+20/+15/+10	+20/+15/+10/+5	+5	+0	+0	+0	
<b>RANGED</b> attack bonus	+21/+16/+11/+6	+20/+15/+10/+5	+1	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+25/+20/+15/+10	+20/+15/+10/+5	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+25/+20/+15/+10	1d3+5	20/x2

*Goblinbane	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	S	M	18-20/x3
TOTAL ATTACK BONUS	DAMAGE			
+32/+27/+22/+17	1d10+14			

Special Properties (Waraxe (Dwarven/Masterwork)), +2 enhancement bonus and does +2d6 bonus damage vs. Humanoids (goblinoid), threat range doubled, +2d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14), Blood loss causes 1 pt of Con damage per hit

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Dwarven Plate +5 (Invulnerability/Spell Resistance)	Heavy	+13	+1	-5	35
(Dwarven Plate +5 (Invulnerability/Spell Resistance)), 40hp/inch and 20 hardness, spell resistance 13					
*Shield +5 (Heavy/Metal/Blinding/Spell Resistance)	Heavy	+7		-1	15
Bashing, Flashes light 2/day upon command; Within 20 feet make a Reflex save(DC 14) or be blinded for 1d4 rounds, spell resistance 15					
*Ring of Protection +5		+5		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS 23/11.5		
			ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> Appraise	INT	1	= 1	+	+
<input type="checkbox"/> Balance	DEX	-5	= 1	+	+ -6
<input type="checkbox"/> Bluff	CHA	0	= 0	+	+
<input type="checkbox"/> Climb	STR	12	= 5	+ 13.0	+ -6
<input type="checkbox"/> Concentration	CON	4	= 4	+	+
<input type="checkbox"/> Craft (Untrained)	INT	1	= 1	+	+
<input type="checkbox"/> Diplomacy	CHA	2	= 0	+	+ 2
<input type="checkbox"/> Disguise	CHA	0	= 0	+	+
<input type="checkbox"/> Escape Artist	DEX	-5	= 1	+	+ -6
<input type="checkbox"/> Forgery	INT	1	= 1	+	+
<input type="checkbox"/> Gather Information	CHA	4	= 0	+ 4.0	+
<input type="checkbox"/> Heal	WIS	1	= 1	+	+
<input type="checkbox"/> Hide	DEX	-5	= 1	+	+ -6
<input type="checkbox"/> Intimidate	CHA	12	= 0	+ 12.0	+
<input type="checkbox"/> Jump	STR	7	= 5	+ 14.0	+ -12
<input type="checkbox"/> Listen	WIS	2	= 1	+ 1.0	+
<input type="checkbox"/> Move Silently	DEX	-5	= 1	+	+ -6
<input type="checkbox"/> Ride	DEX	1	= 1	+	+
<input type="checkbox"/> Search	INT	2	= 1	+ 1.0	+
<input type="checkbox"/> Sense Motive	WIS	9	= 1	+ 8.0	+
<input type="checkbox"/> Spot	WIS	2	= 1	+ 1.0	+
<input type="checkbox"/> Survival	WIS	1	= 1	+	+
<input type="checkbox"/> Swim	STR	-7	= 5	+	+ -12
<input type="checkbox"/> Use Rope	DEX	1	= 1	+	+
			=	+	+
			=	+	+

: can be used untrained. : exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Belt of Dwarvenkind</b> <small>This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a -2 competence penalty on similar checks when dealing with anyone else.</small>	Equipped	1	1.0	14900.0
<b>Helmet AC Bonus (Deflection) (+5)/Armor Bonus (Enhancement) (+5)</b> <small>Deflection bonus to armor class of +5, Enhancement bonus to armor class of +5</small>	Equipped	1	0.0	100000.0
<b>Boots Armor Bonus (Enhancement) (+5)</b> <small>Enhancement bonus to armor class of +5</small>	Equipped	1	0.0	25000.0
<b>Cloak of Displacement, Major</b>	Equipped	1	1.0	50000.0
<b>Dwarven Plate +5 (Invulnerability/Spell Resistance)</b> <small>(Dwarven Plate +5 (Invulnerability/Spell Resistance)), 40hp/inch and 20 hardness, spell resistance 13</small>	Equipped	1	50.0	116500.0
<b>Gauntlets of Ogre Power</b>	Equipped	1	4.0	4000.0
<b>Goblinbane</b> <small>(Waraxe (Dwarven/Masterwork)), +2 enhancement bonus and does +2d6 bonus damage vs. Humanoids (goblinoid), threat range doubled, +2d8 sonic damage on critical and permanently deafened unless save vs Fort (DC 14), Blood loss causes 1 pt of Con damage per hit</small>	Equipped	1	8.0	200330.0
<b>Hand of Glory</b>	Equipped	1	2.0	8000.0
<b>Traveler's Outfit</b>	Equipped	1	5.0	0.0
<b>Ring of Protection +5</b>	Equipped	1	0.0	50000.0
<b>Ring of Regeneration</b>	Equipped	1	0.0	90000.0
<b>Shield +5 (Heavy/Metal/Blinding/Spell Resistance)</b> <small>Bashing, Flashes light 2/day upon command; Within 20 feet make a Reflex save (DC 14) or be blinded for 1d4 rounds, spell resistance 15</small>	Equipped	1	15.0	100170.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			81 lbs.	758900.0 gp

WEIGHT ALLOWANCE			
Light	133	Medium	266
Lift over head	400	Lift off ground	800
		Heavy	400
		Push / Drag	2000

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Stability
Stonecunning

FEATS	
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Great Fortitude	You get a +2 bonus on all Fortitude saving throws.
Greater Weapon Focus (Waraxe (Dwarven))	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Greater Weapon Specialization (Waraxe (Dwarven))	You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialization.
Improved Bull Rush	When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.
Improved Critical (Waraxe (Dwarven))	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Shield Bash	When you perform a shield bash, you may still apply the shield's shield bonus to your AC.
Improved Sunder	When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity. You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.
Improved Unarmed Strike	You are considered to be armed even when unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage, at your option.
Iron Will	You get a +2 bonus on all Will saving throws.
Lightning Reflexes	You get a +2 bonus on all Reflex saving throws.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Weapon Focus (Waraxe (Dwarven))	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Waraxe (Dwarven))	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.